James Garner

☰ FULL STACK ENGINEER 🖌 DESIGNER 🔗 OPEN SOURCE HERO

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🏠 4 Slaidburn Drive, Lancaster, LA1 4QX, UK

EMPLOYMENT HISTORY

2007 - PRESENT

🏢 **Invisionsoft / jadaradix design + systems, Worldwide**

Full stack freelance consultancy for UK-wide clients including project management and growth strategy. Clients include Astute Motoring, HiFi Design, Timberland Sheds and The Nail Spa.

Developed 'DS Game Maker' IDE since 2007 in .NET and C (now open source). By age 17 I'd sold over 1,500 serial codes and 350 physical 'Homebrew Kits'. It was adopted at American summer camps and site licenses were sold to schools worldwide.

Engineered the complete cross platform/HTML5 game maker 'Dark Flow' (lead developer) on a team of 5. The games ran on PC via a .NET bytecode runner and the web/mobile devices via HTML5 code generation. Leveraged live customer behaviour data to increase sales conversion rate and generate leads.

NOVEMBER 2014 - PRESENT

🏢 **Relative Insight Ltd.**

Data Scientist. Custom web data scraping in Python.

JUNE 2014 - SEPTEMBER 2014

🏢 **DataCentred Ltd., MediaCityUK, Manchester**

Cloud Applications Engineer on the DevOps team. Strong focus on Git, scalability and performance. Created a customer facing Ruby on Rails and AngularJS web app which reflected a JIRA installation in real-time. Represented DataCentred at the Greater Manchester Data Dive and was described as "our awesome intern".

JUNE 2013 - MAY 2014

🏢 **NextWorldWeb Ltd., InfoLab21, Lancaster**

Moved custom websites to Object Orientated PHP (CakePHP), WordPress & CS-Cart frameworks. Automated WordPress theme creation from any site. Successful internship followed by private employment.

EXPERIENCE & SKILLS

SKILLS: ADVANCED
★★★★★

▶ **node.js, AngularJS, HTML5, Responsive Design**

.NET (Visual Basic, C# & Mono), jQuery, Sass, Grunt

SKILLS: PROFICIENT
★★★★☆

▶ **Git, OO JS, LAMP (OO PHP), C (Nintendo DS), Ruby on Rails, Python**

Templating (Jade, Haml), Accessibility, UNIX SysOps, Graphic Design, JavaFX

SOCIETY LEADERSHIP

▶ **President**, The Computer Science Society (2014 — present)

▶ **Webmaster** & **Social Secretary**, The Computer Science Society (2012 — 2014)

▶ **Publicity Officer**, LGBTQ* Association (2013)

▶ **Lüdenscheid-Brighouse** Twin Town society (2012 — present)

LANGUAGES

🌐 **English** (Native)

🌐 **German** (Fluent)

FOR FUN

▶ Bell ringer, pianist, badminton player and collector of "I ♥ (...)" t-shirts. I exchange with Germany every year and I visited 6 countries in 2014. I love Europe!

EDUCATION

COMPUTER SCIENCE BSc (HONS) (EXPECTED 2:1)

2012 — 2015 🎓 Lancaster University, UK

YEAR 3 STUDIED Distributed Systems; Languages and Compilation; Artificial Intelligence; Advanced Internet & Mobile Applications; Media Coding & Processing; Security and Risk.

YEAR 2 STUDIED Operating Systems & Concurrency; HCI & Heuristics; Networking; Software Design; Professional Issues (Data Analysis, Legalities, Project Planning/Reporting); Functional Programming (Erlang/Python); Teamwork Android development.

YEAR 1 STUDIED Algorithms & Efficiency; Databases; Digital Systems (Mathematics, Assembly, Compiling, Debugging). I got a 1st.

GERMAN STUDIES (ADVANCED) 1ST YEAR (2:1)

2012 — 2013 🎓 Lancaster University, UK

STUDIED German 20th Century Culture, History, and Society; Researched Paper 'Die Folgen der Veränderung der deutschen Sprache' Grammar; Discussion.

PROFESSIONAL DEVELOPMENT

TALKS GIVEN

NOVEMBER 2014 UNIVERSITY OF DUNDEE 🎤 **Nintendo DS Homebrew, 2014 Edition**

DunDDD conference. "Picking apart the retro Homebrew Scene and demonstrating writing Nintendo DS homebrew live."

JANUARY 2014 LANCASTER UNIVERSITY 🎤 **Facebook Data Analysis**

"What does your Facebook say about you? I will show how we can leverage the power of Computer Science to learn about our own everyday on-line interactions."

CONFERENCES, HACKATHONS & NETWORKING

NOVEMBER 2014 ⌨ **Startup Weekend 2014**

Developed a one line JS plug-in for reputation based comments, quantifying personality to eliminate trolls. First Prize winners (unlimited free SpacePortX access). Team of 4.

JULY 2014 MANCHESTER ⌨ **Greater Manchester Data Dive**

Drilled into a dataset of ~700,000 Tweets from the Greater Manchester and Lancashire region to look for insights that could aid the local community via statistical analysis and heatmapping. Team of ~8.

APRIL 2014 LANCASTER 💬 **InfoLab21 Showcase**

Presented my research "Geosocial Networking Security and Facebook Semantic Analysis" (via poster) alongside PhD students, looking at the reverse engineering of Grindr ('Stalkr') to automatically find users' locations. Also wrote a framework for analysing Facebook personal archives (to create a common private social graph).

MARCH 2014 LANCASTER ⌨ **Hack Smart Streets 2014**

Developed an API for public bodies to detect decaying street furniture from crowdsourced imagery in .NET using ffmpeg and a home grown Computer Vision algorithm. 'Most Commercially Viable' Prize winners (£1000). Team of 4.

AUGUST 2013 LEEDS ⌨ **LeedsHack 2013**

Developed HTML5 mobile augmented reality game 'Pacman City'. First Prize winners (4 Apple TVs). Team of 3.

JULY 2012 LEEDS ⌨ **LeedsHack 2012**

Developed real-time Tower Defence game 'Maps Attax' on Google Maps. Team of 3.